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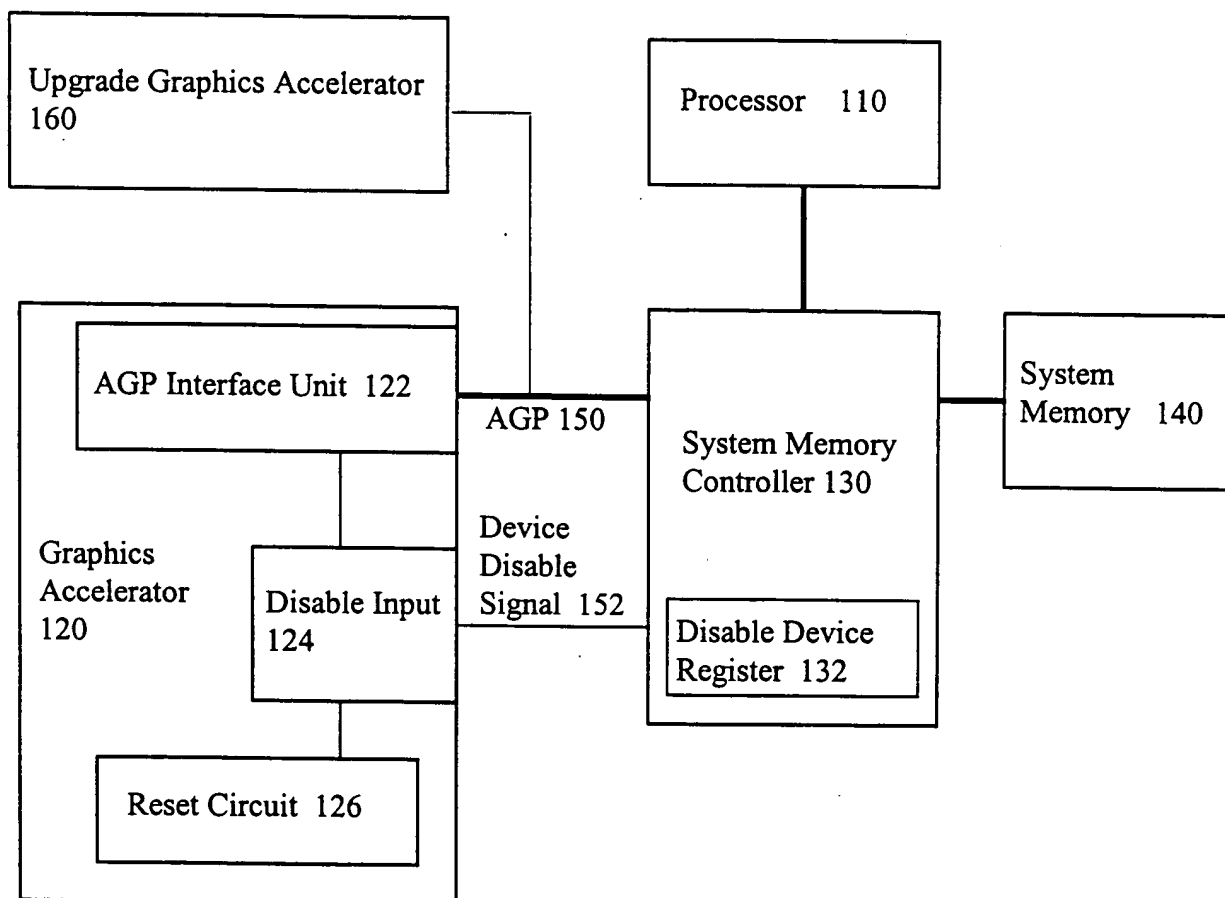


Figure 1

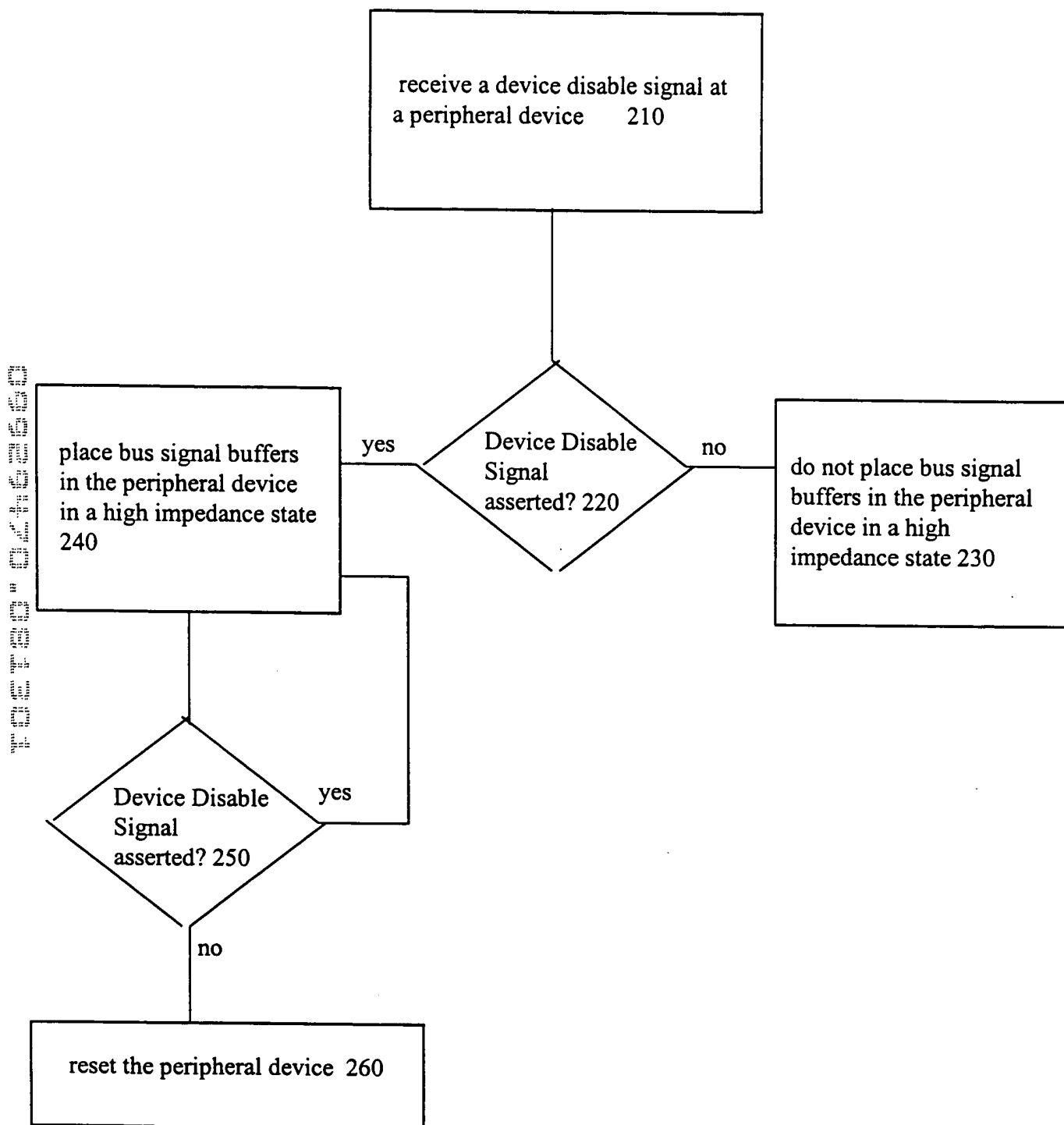


Figure 2

Figure 3 is a block diagram of a system architecture. The system includes a Graphics Accelerator 120, a System Memory Controller 130, and an Upgrade Graphics Accelerator 160. The Graphics Accelerator 120 contains Graphics Device Circuitry 310 and several buffers: AD_STB0# Load Balancing Buffer 301, AD_STB0 Buffer 302, AD_STB1# Load Balancing Buffer 303, AD_STB1 Buffer 304, SB_STB# Load Balancing Buffer 305, and SB_STB Buffer 306. The System Memory Controller 130 is connected to the Graphics Accelerator 120 via a set of signals: AD_STB0# 311, AD_STB0 312, AD_STB1# 313, AD_STB1 314, SB_STB# 315, and SB_STB 316. The Upgrade Graphics Accelerator 160 is connected to the System Memory Controller 130 via a set of signals: AD_STB0# 311, AD_STB0 312, AD_STB1# 313, AD_STB1 314, SB_STB# 315, and SB_STB 316.

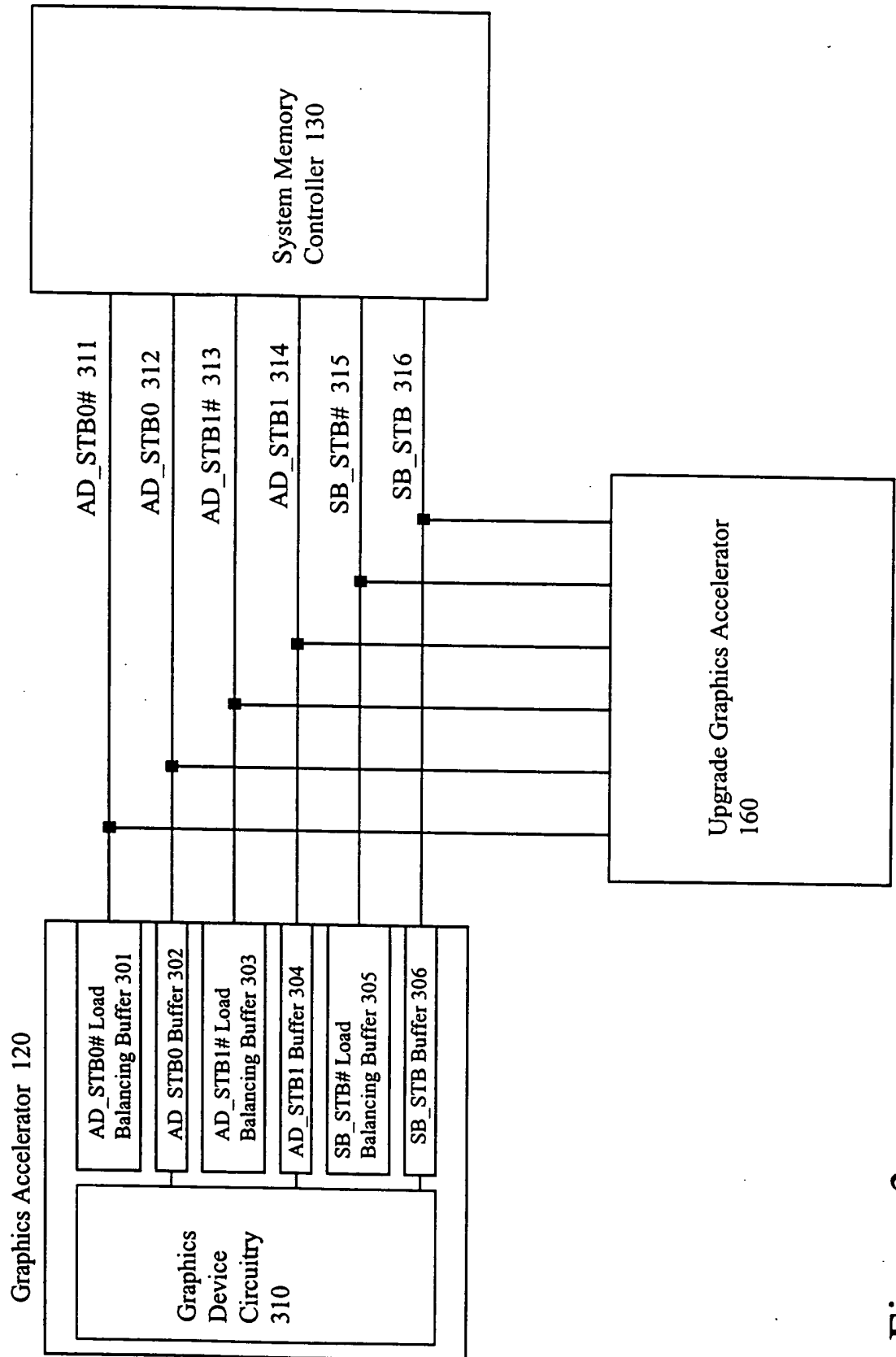


Figure 3

couple a graphics device to a graphics bus, the graphics device including a bus interface unit, the bus interface unit including a plurality of bus signal buffers to couple the graphics device to the graphics bus 410

provide a load balancing bus signal buffer to further couple the graphics device to the graphics bus, the load balancing bus signal buffer to provide load balancing on the graphics bus when an upgrade graphics device is installed 420

Figure 4